

GAME: Asteroids

MACHINE: VZ-200 (expanded)

JOYSTICK: Optional

PUBLISHER: Dick Smith

SUPPLIER: Dick Smith

PRICE: \$12.50

It's lonely out in space when you are the only one left to protect your planet from the continuous shower of meteors. Your mission is to destroy the meteors before they destroy you.

Fortunately you can rotate your ship in any direction, firing your deadly accurate lasers as you move about in space. However, as you shoot the larger meteors they break up and become lots of little ones, these smaller meteors being just as deadly as their parents.

If you become so trapped by meteors that you feel that your doom is near, you may escape by the use of your 'hyperspace' button, projecting you at random to another part of space. Use this button with extreme caution as you may be projected directly into the path of another meteor.

Armed with your trusty laser gun, the only safe way to survive is to continuously fire at all that comes your way, or even looks like coming your way.

You are given three lives before your doom is declared as final.

On-screen scoring gives you a continuous update of your game, bonus points being gained by shooting down enemy space craft that occasionally enter your air-space. Beware of these space craft, however, as they also fire lasers at you as deadly as your own.

The game is for one or two players, and using the joystick makes the game easier to play.

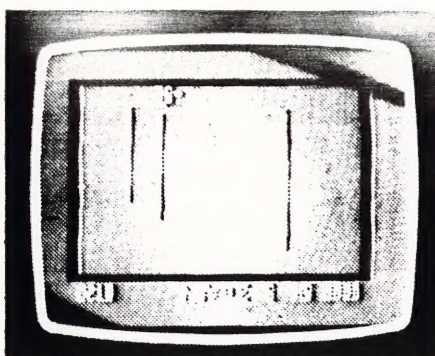
Written in assembly language called from Basic, the game makes excellent use of graphics. Better use could have been made, however of the sound features.

Asteroids is addictive to start, however I'm inclined to doubt whether the addiction will last all that long.

For \$12.50 the game is nevertheless recommended as one of the better graphics games from Dick Smith for the VZ-200.

IT

GRAPHICS	****
SOUND	**
ORIGINALITY	****
LASTING INTEREST	***
OVERALL	****



GAME: Super Snake

MACHINE: VZ-200 (expanded)

JOYSTICK: No

PUBLISHER: Dick Smith

SUPPLIER: Dick Smith

PRICE: \$12.50

You are a snake and in order to grow you must seek food which appears randomly on the screen.

To catch the food you must continue to move the snake around the playing area without touching either the walls or any part of your own tail.

You score points by eating the food as it appears. Each piece of food is worth a random value between 1 and 38. This value is added to your score and also to the length of your tail. As the length of your tail increases so it becomes more difficult to stay alive.

There are four levels of play with ten playing speeds within each level, giving a grand total of 40 levels of difficulty! The upper ten speeds, (champion level) are so fast that play is virtually impossible.

The levels of difficulty are selected by first pressing a letter (A-D) to set the level of play, followed by a number (0-9) to set the playing speed.

Using the control keys you then manoeuvre your snake around the screen, your tail becomes longer as you eat the food. If you do not eat the food within a short period of time it disappears and re-appears in a new random location. In trying to make your catch you finally tie yourself in a knot due to the growing length of your tail, or you are forced into the walls due to lack of room.

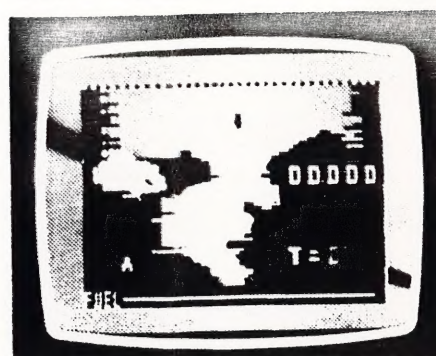
The screen shows a continuous score update of the game in play, together with the highest previous score gained for that level. All high scores are held in memory and are displayed in turn as each speed level is chosen.

Once you have mastered the control keys, *Super Snake* becomes a very challenging game to play, despite its simplicity.

Quick response and the ability to analyse the situation as you move around the screen make this game a real challenge and an excellent learning aid for children.

IT

GRAPHICS	****
SOUND	***
ORIGINALITY	**
LASTING INTEREST	*****
OVERALL	****



GAME: Lunar Lander

MACHINE: VZ-200 (expanded)

JOYSTICK: Optional

PUBLISHER: Dick Smith

SUPPLIER: Dick Smith

PRICE: \$12.50

In this arcade-style game the object is to navigate your craft down a moon crater and onto the yellow landing pad provided without running out of fuel or crashing into the rocky lunar landscape or crater walls.

The crater is extremely rugged, making the task of landing your craft far more difficult than first appears. By the use of appropriate keys (or joystick) you must guide your ship, increasing or decreasing thrust as you navigate past enemy laser beams.

You can protect yourself from these laser beams by turning on your 'force field', however, you must turn the force field off again before being able to land your ship. A bonus landing pad frequently appears in a small cave on the side of the crater, a welcome relief if you are running out of fuel.

Your ship's landing gear must also be in position before being able to land; any attempt to land on the pad without your landing gear in position will result in a crash landing. Unfortunately, you have no direct control over your landing gear, this being randomly set by the computer. If, when approaching the landing pad

your gear is not in position (as shown by a blue bar at the base of your ship), you must hover (thrust setting 4) until the landing gear is set.

The screen gives you a continuous indication of your thrust setting (0-5) and your current score. Flashing bars indicate which of your turn settings (L or R) is set on. The absence of these bars means a straight descent. A moving scale at the bottom of the screen shows your fuel remaining.

Using a joystick is an advantage, since control of the craft is somewhat difficult when using the keyboard.

Fair use is made of the VZ-200 graphics, but better games are available.

IT

GRAPHICS	****
SOUND	***
ORIGINALITY	***
LASTING INTEREST	***
OVERALL	***